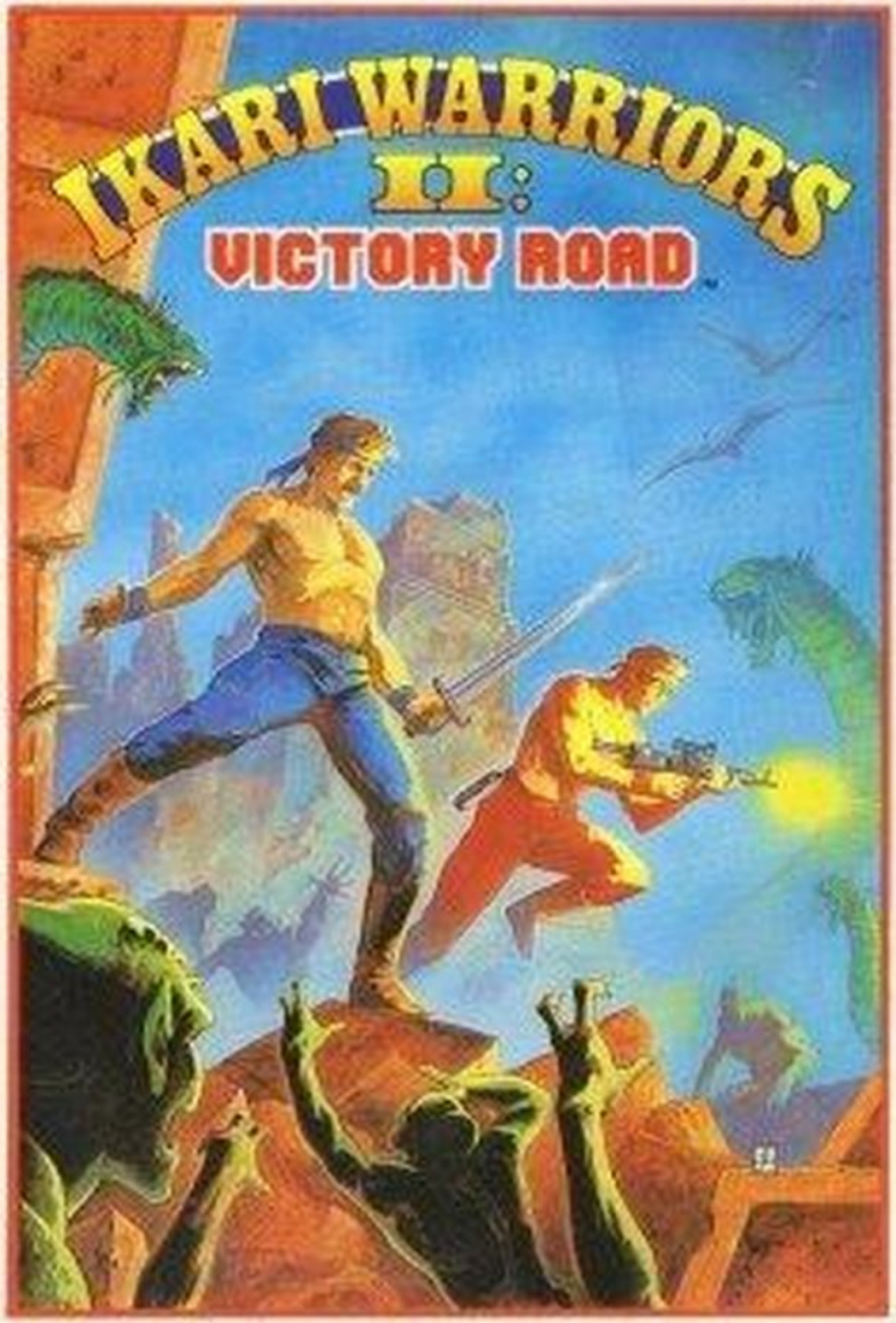
NES-VR-USA

INSTRUCTION MANUAL

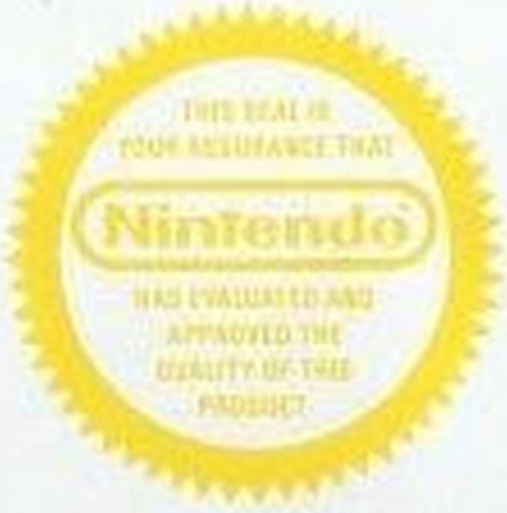


SNK

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM®



NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.

WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Thank you for selecting IKARI WARRIORS II: VICTORY ROAD from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

TABLE OF CONTENTS

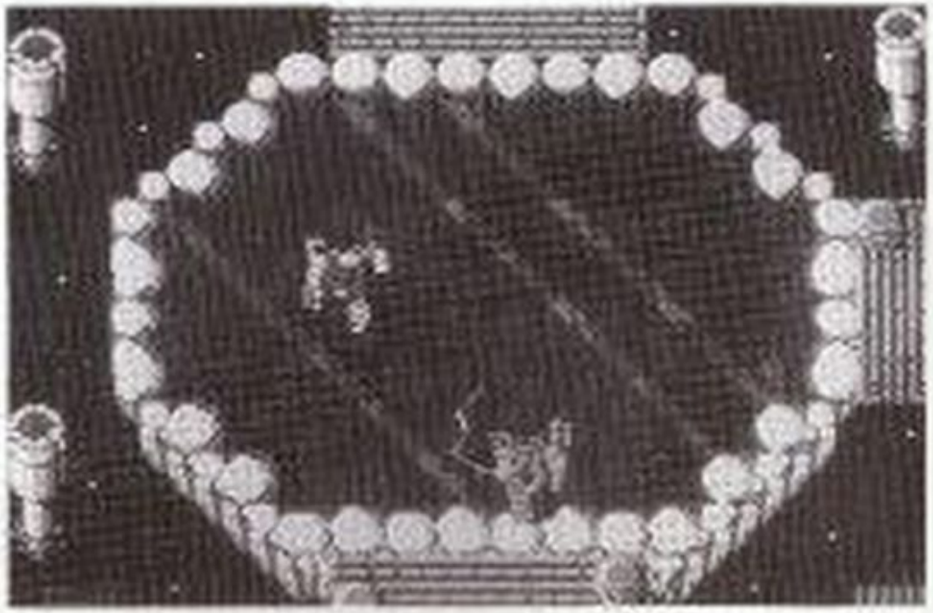
The Story 4
The Controller 5
The Sub-Screen 6
The Barshop 8
Power-Up Items 9
Weapons 10
Enemies 12

THE STORY

When we last saw Paul and Vince, they had saved the Colonel and were about to head for home in a special plane given to them by the General.

But then, while in flight over the ocean, the sky suddenly blackens – the ocean begins to churn – and the plane goes spinning! A booming voice fills the cockpit: "Hear me, Warriors! Zang Zip, the War Dog, has enslaved the people of Earth. Only you can save us from his grip of evil!"

Caught in a time warp, hurled thousands of years into the future, Paul and Vince know they have no choice but to meet this impossible challenge head-on. After all, they are professionals . . . they are the Ikari Warriors!

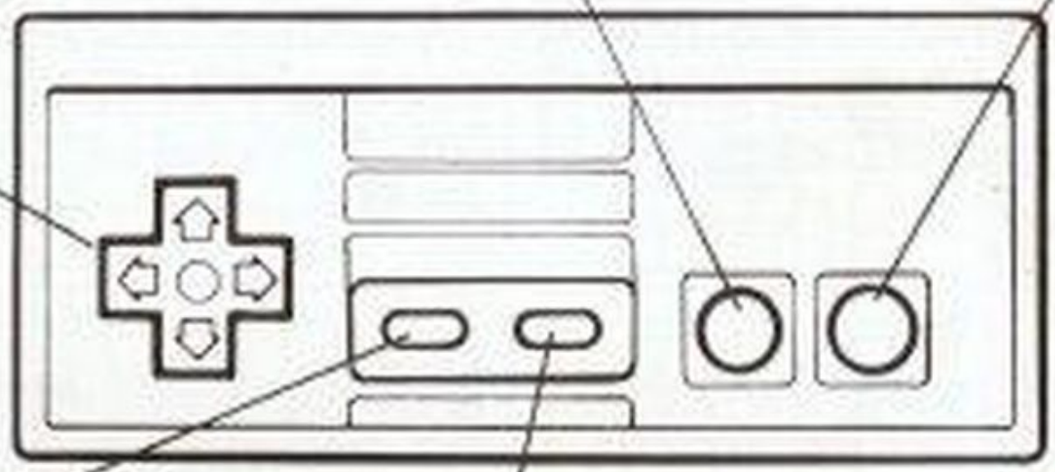


THE CONTROLLER

Control Pad:
Press top of Pad to move Warrior upwards; press left side to move left; press right side to move right; and press bottom of Pad to move downwards.

B Button:
Press to use rifle, sword, bazooka, and boomerang. Also used for controlling the Sub-Screen.

A Button:
Press to throw grenades and land mines. Also used for controlling the Sub-Screen.

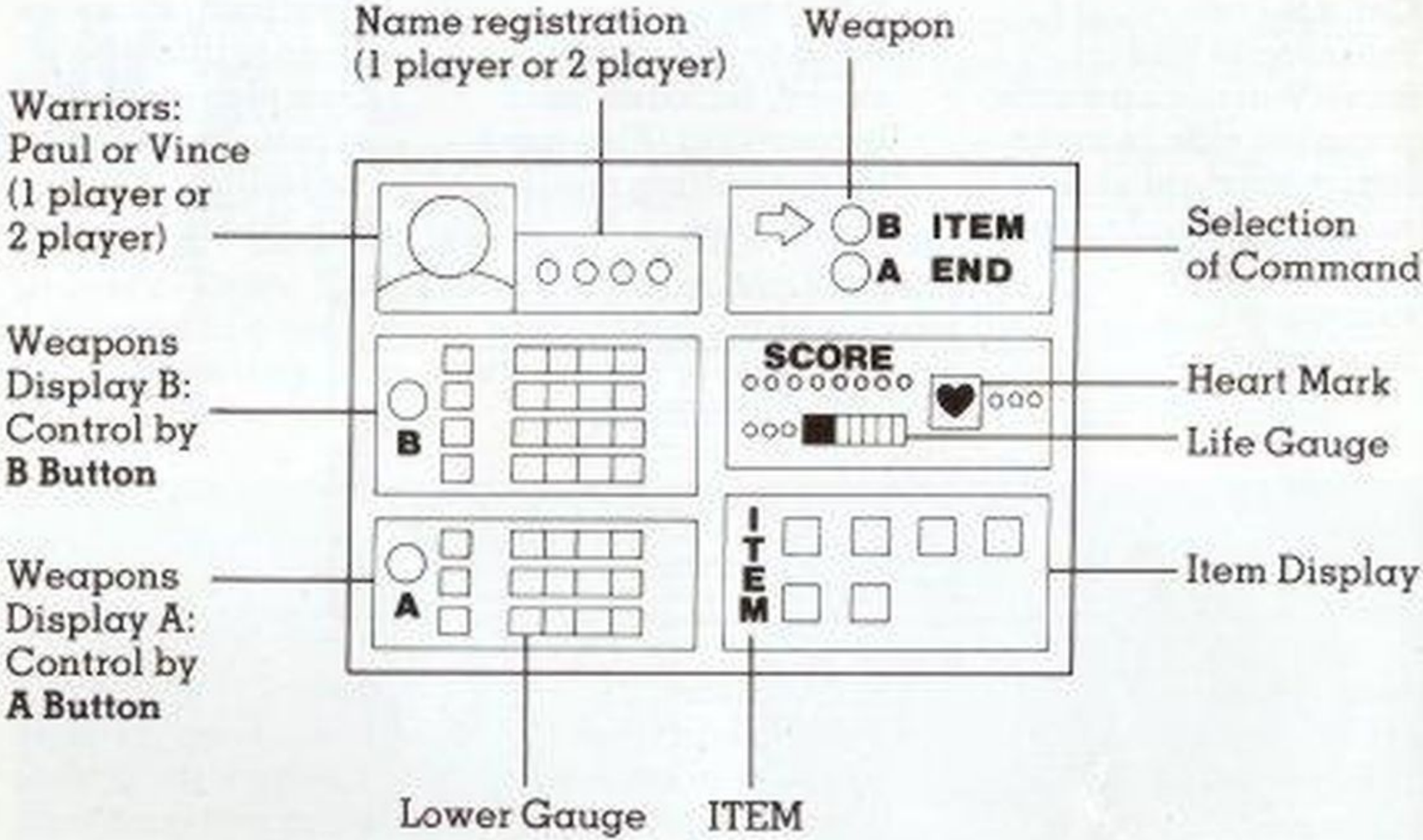


Select Button:
Press to select 1 player or 2 players. Also used to get to the Sub-Screen (see page 6).

Start Button:
Press to start the game; or press while playing to interrupt game (pause), then press again to continue playing.

Note:
If you keep pressing **B Button**, the game stops and goes into Pause (see page 6).

THE SUB-SCREEN



Selection of Command is controlled by the **Control Pad.** Press either **A Button** or **B Button** to select your choice. The Arrow Mark will then flash.

Bringing up the Sub-Screen

To bring up the Sub-Screen during game play, press **Select Button.** The Sub-Screen will appear for 1 player choice. To call up the Sub-Screen for 2 player choice, select END from Selection of Command category and press **A Button** or **B Button.** Select END again to return to game play.

If you are playing a 2 player game and 1 player finishes the game first, the Sub-Screen appears on the 2 player side.

Replacing Weapons and Supplies

At Selection of Command, put the Arrow Mark at whatever you want, then press **A Button** or **B Button.** The Cursor will then flash. Place the Cursor at whatever you want, and press **A Button** or **B Button.** Then select END to return to game play.

Stop-Action

By pressing **B Button**, you are able to control your Warrior with the **Control Pad.** Your Warrior can move from side to side in any direction to attack his enemies, using **B Button** weapons. Release **B Button** to end Stop-Action.

THE BARSHOP

In each stage, you will encounter one BARSHOP. Pay the admission fee to go underground and enter the BARSHOP. Once inside, you will see several Bounty Hunters – choose one of them to fight. If you win, you acquire Heart Marks. If you lose, you will be thrown out of the BARSHOP and lose all your Heart Marks.

The Underground Soldier of Fortune

He is in the BARSHOP and has weapons and other items for you to purchase. You can buy as much as you can afford, depending on how many Heart Marks you have. The Soldier of Fortune will not sell you anything if your Heart Marks do not match his prices.

The Trio of Bounty Hunters

Epinda

Clinjon

Branjosp

POWER-UP ITEMS

You will find different items hidden in the rocks and pyramids. You can keep these items until you are killed. Use as many as you can to help you fight.

THUNDER POWER
All enemies on the screen are destroyed by lightning.

TIME POWER
Returns you to the BARSHOP.

WING POWER
Use these wings to fly.

LIFE POWER
Restores your Life Gauge.

ARROW POWER
You can use this power only once.

BONUS SCORE
Flashing scores will be added to your score.

ARMOR POWER
Wear this armor to repel bullets.

WEAPONS

Each time you pick up a Weapon, the Life Gauge of that Weapon is increased. When the Life Gauge fills up, that Weapon reaches maximum power, and retains that power until you die. If you restart the game with the Continue Mode, the Life Gauge of your Weapons returns to minimum power.

SWORD
Wave the Sword around to destroy enemies by fire. When both players have swords, there will be flashes. Look for the secret.
Disadvantage: Cannot defend you from homes falling on top of you.

MACHINE GUN
Fires repeatedly in any direction.
Disadvantage: Does not destroy some enemies.

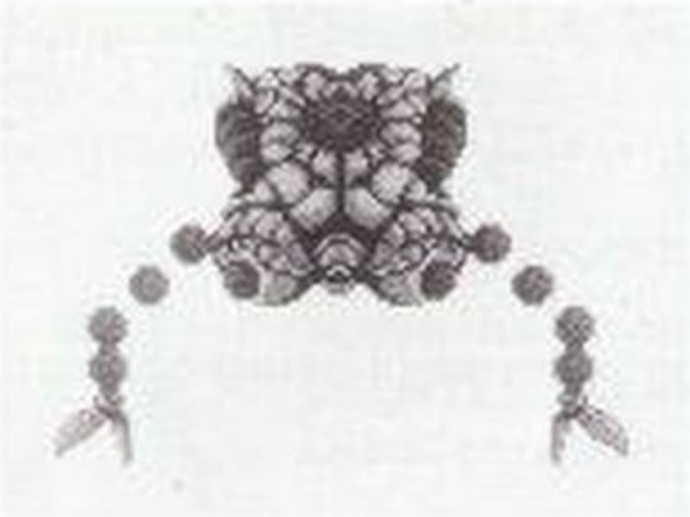
BAZOOKA
Destroys enemies or walls within a certain range.
Disadvantage: Cannot fire repeatedly.

GRENADE
Destroys all enemies and obstacles, including rocks and walls.
Disadvantage: If you choose the wrong direction, you will be in a dangerous position.

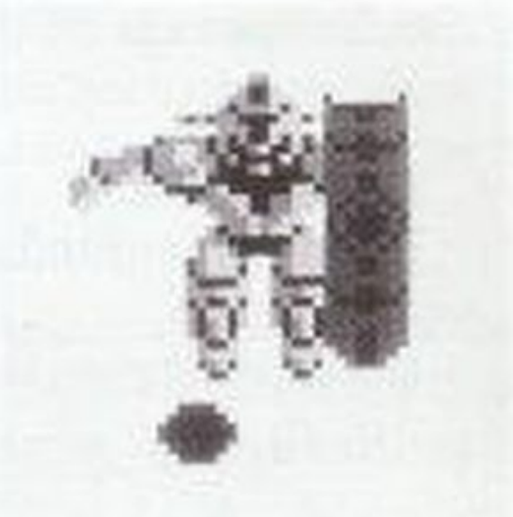
LAND MINE
Used for ambush, or when you cannot move among the rocks and walls.
Disadvantage: It takes time to explore; beware of being blown up.

BOOMERANG
Destroys all enemies within its orbit.
Disadvantage: It takes time to get used to this Weapon.

ENEMIES

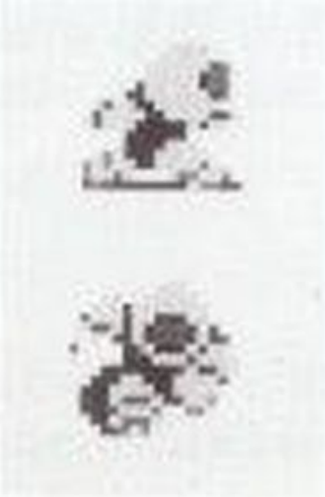


Rinda

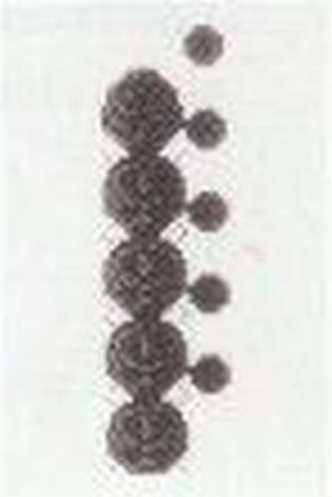


Lantzer

Raquell



Bocaj



Brittero

Ishka

Suzka

Galango

Stevo

Gibbel

Bronz

Ikawo

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

SNK Corp. of America warrants to the original purchaser of this SNK software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This SNK software program is sold "as is," without express or implied warranty of any kind, and SNK is not liable for any losses or damages of any kind resulting from use of this program. SNK agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any SNK software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SNK software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SNK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SNK BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SNK SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

ALSO AVAILABLE FROM SNK

SNK CORPORATION OF AMERICA
246 SOBRANTE WAY, SUNNYVALE, CALIFORNIA 94086

© 1987 SNK CORP. OF AMERICA

PRINTED IN JAPAN